
**STAR
WARS™**


Hit Points

110

Defense

19

Attack

+13

Damage

20

Special Abilities

Unique

Melee Attack; Triple Attack

Force Powers

Force 4

Battle Meditation (Force 2, replaces attacks: For the rest of the skirmish, this character gains the following commander effect: Allies who combine fire grant an additional +2 Attack, and enemy characters cannot combine fire)

Force Valor (Force 2, replaces attacks: For the rest of the skirmish, this character gains the following commander effect: Followers within 6 squares get +2 Attack and +2 Defense)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Lightsaber Sweep (Force 1, replaces attacks: Can attack every adjacent enemy once)


**STAR
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1/60




**STAR
WARS™**


Hit Points

60

Defense

18

Attack

+9

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 3

Force Alter (Force I; range 6; any 1 enemy rerolls its last attack)

Force Stun (Force I, usable only on this character's turn: range 6; target living enemy is considered activated this round; save II)

A Jedi consular uses the Force for knowledge and negotiation.


**STAR
WARS™**



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WARS™



Hit Points

80

Defense

18

Attack

+12

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Double Attack (On her turn, this character can make 1 extra attack instead of moving)

Force Powers

Force 2

Lightsaber Sweep (Force 1, replaces attacks: Can attack every adjacent enemy once)

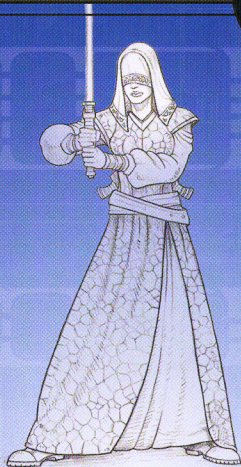


Trained in the Jedi tradition, a Jedi guardian combines physical training with mastery of the Force.



3/60 ♦

STAR
WARS™


**STAR
WARS**


Hit Points

70

Defense

18

Attack

+8

Damage

10



Special Abilities

Lightsaber (+10 Damage to adjacent enemies)

Repair 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)

Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers

Force 2

This Jedi sentinel, a Miraluka, was born blind but can "see" through her natural connection to the Force.


**STAR
WARS**

OLD REPUBLIC
COMMANDER



STAR
WARS™



OLD REPUBLIC
COMMANDER

18

Hit Points

40

Defense

14

Attack

+10

Damage

10

Commander Effect

Allies named Old Republic Soldier within 6 squares gain **Double Attack** (On its turn, this character can make 1 extra attack instead of moving).



Four thousand years before the Empire, stalwart commanders led Old Republic soldiers against threats such as the Sith and the Mandalorians.

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OLD REPUBLIC SOLDIER



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OLD REPUBLIC SOLDIER

8

Hit Points

10

Defense

13

Attack

+6

Damage

20



*Courageous soldiers defended the
Old Republic at the side of Jedi Knights.*

STAR WARS™



6/60



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DARK JEDI



**STAR
WARS**
TM



DARK JEDI

16

Hit Points

60

Defense

17

Attack

+7

Damage

10

Special Abilities

Lightsaber (+10 Damage to adjacent enemies)

Force Powers

Force 2



This fledgling student of the dark side still relies on mundane weapons as he works to master the Force.

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WARS**
TM



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**STAR
WARS™**


Hit Points

90

Defense

17

Attack

+10

Damage

20

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 3

Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)

Sith Lightning 30 (Force 2, replaces attacks: range 6; 30 damage)

*A Dark Jedi can rise to become
a true master of evil.*


**STAR
WARS™**


DARK SIDE ENFORCER



**STAR
WARS**TM



DARK SIDE ENFORCER

26

Hit Points

80

Defense

16

Attack

+9

Damage

20

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)

Force Powers

Force I



This grizzled veteran of many battles has an affinity for the dark side of the Force, relying on experience and natural talent instead of formal training.

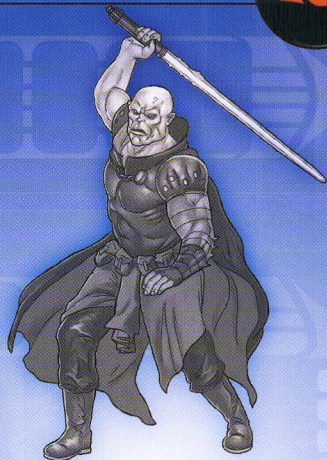
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9/60



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**STAR
WARS™**


Hit Points

200

Defense

20

Attack

+16

Damage

30



Special Abilities

Unique

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)
Melee Attack; Double Attack

Force Powers

Force 2. Force Renewal I

Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)

Lightsaber Sweep (Force I, replaces attacks: Can attack each adjacent enemy once)

Lightsaber Throw (Force I, replaces attacks: Attack 1 enemy within 6 squares)

Master of the Force 2 (May spend Force points up to 2 times in a single turn)

Sith Rage (Force I: +10 Damage on all attacks this turn)

Sith Sorcery (Force 2, usable only on this character's turn: Enemy characters within 6 squares are considered activated this round; save II)



10/60


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WARS™**


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WARS™**


Hit Points

120

Defense

20

Attack

+15

Damage

20

Special Abilities

Unique

Melee Attack: Double Attack

Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)

Force Powers

Force 4

Force Stun (Force I, usable only on this character's turn: range 6; target living enemy is considered activated this round; save II)

Lightsaber Throw (Force I, replaces attacks: Attack 1 enemy within 6 squares)

Sith Rage (Force I: +10 Damage on all attacks this turn)

Commander Effect

Followers who combine fire grant +6 Attack instead of +4.



Darth Malak led a Sith armada against the Republic Core Worlds and the Jedi Order.

**STAR
WARS™**


11/60





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WARS™



Hit Points

100

Defense

19

Attack

+12

Damage

20

Special Abilities

Unique

Melee Attack: Double Attack

Force Powers

Force 5

Drain Life 10 (Force I, usable only on this character's turn: range 6; 10 damage to target living enemy, and remove 10 damage from this character; save II)

Sith Hatred (Force I, usable only on this character's turn: 10 damage to all enemies within 2 squares)

Sith Hunger (Force I, replaces attacks: range 6; 20 damage to target living enemy, and remove 20 damage from this character. If the target has Force points remaining, transfer 1 Force point from the target to this character.)



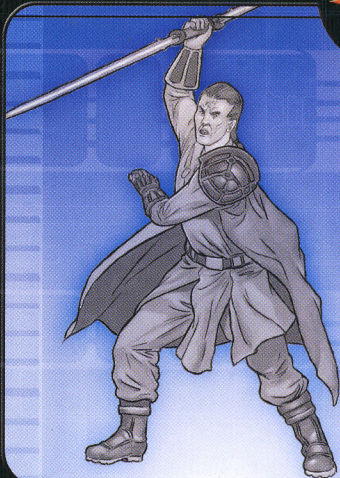
The dark side has so corrupted Darth Nihilus that his very words cause death and pain to those who hear them.

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12/60





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Hit Points

180

Defense

23

Attack

+19

Damage

20

Special Abilities

Unique. Melee Attack: Triple Attack

Force Powers

Force 3. Force Renewal I

Dark Force Spirit I (If this character is defeated, each enemy character with a Force rating loses 1 Force point each time it activates for the rest of the skirmish)

Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)

Sith Rage (Force I: +10 Damage on all attacks this turn)

Sith Sorcery (Force 2, usable only on this character's turn: Enemy characters within 6 squares are considered activated this round; save II)

Transfer Essence (Force I, usable only on this character's turn: Choose 1 living ally. Remove that ally from play and place Exar Kun in that ally's space; that ally is defeated.)

Commander Effect

Savage characters are subject to this effect: Followers with Savage gain **Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings) and **Momentum** (If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies).



STAR
WARS™



MASSASSI SITH MUTANT



STAR
WARS™



MASSASSI SITH MUTANT

15

Hit Points

60

Defense

15

Attack

+11

Damage

20

Special Abilities

Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)

Melee Attack (Can attack only adjacent enemies)

Mighty Swing (On its turn, if this character doesn't move, it gets +10 Damage against adjacent enemies)



Sith sorcery mutated various beings and creatures to better serve the dark side.

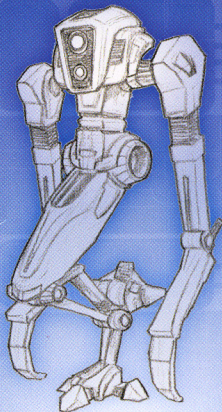
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SITH ASSAULT DROID



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SITH ASSAULT DROID

36

Hit Points

60

Defense

17

Attack

+9

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Flamethrower 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)

Shields 2 (When this character takes damage, make 2 saves; each roll of 11 reduces the damage dealt by 10)



Four thousand years before the time of the Empire, the Sith utilized deadly assault droids in their bid to conquer the galaxy.

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SITH TROOPER



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WARS**™



SITH TROOPER

8

Hit Points

10

Defense

14

Attack

+5

Damage

20



Only the strong may enter the ranks of the Sith and wear the dread-inspiring armor of the order.

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SITH TROOPER



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SITH TROOPER

8

Hit Points

10

Defense

14

Attack

+5

Damage

20



Sith trooper armor is designed to inspire dread, completely obscuring the soldier inside so that he becomes a faceless extension of the Sith.



17/60



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**SITH TROOPER
COMMANDER**



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**SITH TROOPER
COMMANDER**

19

Hit Points

50

Defense

14

Attack

+9

Damage

20

Commander Effect

Allied characters named Sith Trooper gain **Deadeye** (On this character's turn, if it doesn't move, it gets +10 Damage).



*Cruel commanders led Sith troopers against
the Old Republic and the Jedi.*



18/60 ♦

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Hit Points

160

Defense

23

Attack

+16

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Force Powers

Force 4

Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of II)

Master Speed (Force I: This character can move 6 extra squares on his turn as part of his move)

Sith Rage (Force I: +10 Damage on all attacks this turn)

Commander Effect

Your squad may include Mandalorian characters. Mandalorian allies within 6 squares gain **Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead).



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19/60



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Hit Points

60

Defense

18

Attack

+8

Damage

20

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Rapport (Costs 1 less when in the same squad as a character named Luminara Unduli)

Synergy (+4 Attack while an allied character named Luminara Unduli is within 6 squares)

Force Powers

Force 2

Force Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character)



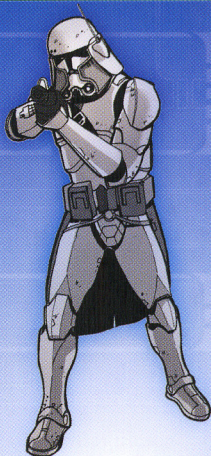
This Jedi Knight is an expert in tandem fighting, working with her partner through the Force to forge an unstoppable duo.

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20/60 ★

**CLONE COMMANDER
BACARA**



**STAR
WARS**TM



**CLONE COMMANDER
BACARA**

23

Hit Points

40

Defense

14

Attack

+10

Damage

20

Special Abilities

Unique

Order 66

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Commander Effect

Troopers in your squad with Order 66 get +10 Damage against adjacent enemies.

Characters in your squad named Elite Clone Trooper gain **Stealth**.

Characters in your squad with Order 66 and Stealth (including Clone Commander Bacara) who have cover cannot be targeted by nonadjacent enemies.

CC 1138 adopted the name Bacara while fighting alongside General Ki-Adi-Mundi.



21/60 ★

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CLONE COMMANDER
CODY



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CLONE COMMANDER
CODY

20

Hit Points

40

Defense

14

Attack

+10

Damage

20



Special Abilities

Unique

Order 66

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Rapport (Characters named Clone Trooper cost 1 less when in the same squad as this character)

Sniper (Other characters do not provide cover against this character's attack)

Wall Climber (This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square he occupies and a square he is moving into are bordered by a wall)

Commander Effect

Characters in your squad with Order 66 gain **Wall Climber**.

Characters in your squad with Order 66 and Sniper gain **Accurate Shot**.

CC 2224, better known as Commander Cody, saw a lot of action in the Rendili system.



22/60 ★

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**CLONE COMMANDER
GREE**



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WARS**™



**CLONE COMMANDER
GREE**

18

Hit Points

40

Defense

13

Attack

+10

Damage

20

Special Abilities

Unique

Order 66

Mobile Attack (Can move both before and after attacking)

Rapport (Non-Unique Wookiees cost 1 less when in the same squad as this character)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Commander Effect

Your squad may include non-Unique Wookiees of any faction.

Each Soldier or Trooper follower can move 2 extra squares at the end of its turn.

Characters in your squad with Order 66 and Mobile Attack (including Clone Commander Gree) do not provoke attacks of opportunity.

CC 1004, called Commander Gree by his troops, led the Kashyyyk forces assigned to Yoda during the final battles of the Clone Wars.



23/60 ★

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Hit Points

90

Defense

19

Attack

+13

Damage

20

Special Abilities

Unique

Double Attack (On her turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Vaapad-Style Fighting (Scores a critical hit on an attack roll of natural 18, 19, or 20)

Force Powers

Force 3

Force Sense (Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

This Jedi Master is expert in the Vaapad lightsaber fighting style.



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WARS™



24/60 ★



**STAR
WARS**
TM



Hit Points

90

Defense

19

Attack

+14

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Mettle (If this character spends 1 Force point to reroll, add +4 to the result)

Force Powers

Force 4

Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Sweep (Force I, replaces attacks: Can attack every adjacent enemy once)



In the tradition of his Lannik heritage, Jedi Master Even Piell wears his battle scars as badges of honor.

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WARS**
TM



25/60 ★



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WARS™



Hit Points

150

Defense

22

Attack

+16

Damage

20

Special Abilities

Unique, Melee Attack; Triple Attack

Vaapad-Style Fighting (Scores a critical hit on an attack roll of natural 18, 19, or 20)

Force Powers

Force 5

Force Absorb (Force 2: Cancel a Force power used by an adjacent character)

Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

Lightsaber Sweep (Force 1, replaces attacks: Can attack every adjacent enemy once)

Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)

Shatterpoint (Force 1, replaces turn: range 6; choose 1 target enemy. For the rest of the skirmish, this character's first attack each round against that enemy is a natural 20.)

Commander Effect

Followers within 6 squares gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).



26/60 ★

STAR
WARS™

JEDI PADAWAN



STAR
WARS™



JEDI PADAWAN

13

Hit Points

50

Defense

16

Attack

+6

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 2



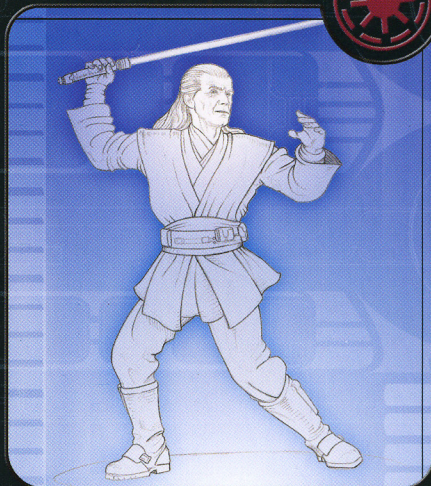
During the final days of the Clone Wars, even Jedi Knights-in-training were called upon to defend the fading Republic.

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Hit Points

90

Defense

19

Attack

+12

Damage

20

Special Abilities

Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)

Melee Attack; Double Attack

Force Powers

Force 3

Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)

Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)

Lightsaber Sweep (Force I, replaces attacks: Can attack every adjacent enemy once)



STAR
WARS™



KASHYYYK TROOPER



**STAR
WARS**™



KASHYYYK TROOPER

9

Hit Points 10

Defense 13

Attack +6

Damage 10

Special Abilities

Order 66

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Mobile Attack (Can move both before and after attacking)



Clone troopers assigned to protect the Wookiee planet of Kashyyyk specialize in scouting and camouflage.

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Hit Points

30

Defense

14

Attack

+3

Damage

10

Special Abilities

Unique

Affinity (This character may be in an Imperial squad)

Booming Voice (Allies' commander effects normally limited to 6 squares have unlimited range)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Melee Attack (Can attack only adjacent enemies)



Supreme Chancellor Palpatine's majordomo, Mas Amedda is a key supporter of granting the Chancellor emergency powers during time of war.

STAR
WARS™



30/60 ★

QUEEN AMIDALA



**STAR
WARS**TM



QUEEN AMIDALA

16

Hit Points

70

Defense

17

Attack

+9

Damage

10

Special Abilities

Unique (Counts as Padmé Amidala)

Double Attack (On her turn, this character can make 1 extra attack instead of moving)

Mobile Attack (Can move both before and after attacking)

Rapport (Non-Unique Republic followers cost 1 less when in the same squad as this character)

Commander Effect

Non-Unique Republic followers gain **Mobile Attack** (Can move both before and after attacking).



As the elected ruler of Naboo, Amidala is wise beyond her years, brave, and compassionate.

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31/60 ★

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**QUI-GON JINN,
JEDI MASTER**



**STAR
WARS**™



**QUI-GON JINN,
JEDI MASTER**

35

Hit Points

110

Defense

20

Attack

+14

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Force Powers

Force 5

Anticipation (Force I: Reroll initiative once per round)

Force Spirit 6 (If this character is defeated, immediately add 6 Force points to an allied character with a Force rating; that allied character can spend Force points 1 extra time per turn for the rest of the skirmish)

Lightsaber Sweep (Force I, replaces attacks: Can attack every adjacent enemy once)

Master Speed (Force I: This character can move 6 extra squares on his turn as part of his move)

"Be mindful of the living Force."



32/60 ★

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REPUBLIC COMMANDO -
BOSS



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WARS™



REPUBLIC COMMANDO -
BOSS

19

Hit Points

30

Defense

17

Attack

+9

Damage

20

Special Abilities

Order 66

Mobile Attack (Can move both before and after attacking)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Commander Effect

At the end of this character's turn, 1 follower within 6 squares whose name contains Republic Commando can make an immediate attack.



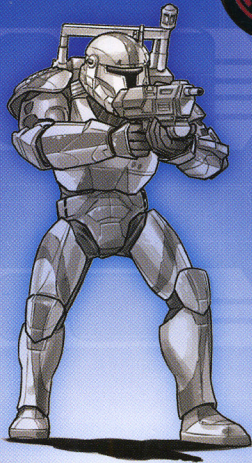
Delta Three-Eight leads the Delta unit of Republic Commandos with bravado and determination.



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Hit Points 30

Defense 17

Attack +9

Damage 20

Special Abilities

Order 66

Door Gimmick (At the end of his turn, this character can designate 1 door that he can see as open; it remains open until the end of this character's next turn, or until he is defeated)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



When the rest of the Republic Commandos want to pull back, Delta Four-Oh, the unit's tech expert, votes to press on.

STAR
WARS™



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WARS™



Hit Points

30

Defense

17

Attack

+9

Damage

20

Special Abilities

Order 66

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)

Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

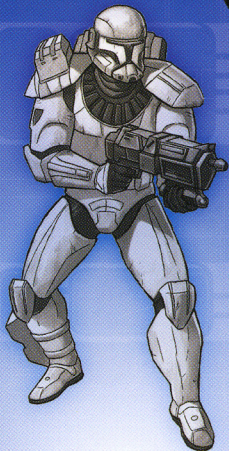
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*Delta Six-Two likes to blow things up—
and he's good at it.*

STAR
WARS™





STAR
WARS™



Hit Points

30

Defense

17

Attack

+9

Damage

20



Special Abilities

Order 66

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

*When the odds seem to be against his team,
Delta Dh-Seven operates at peak performance.
He likes to fight, and it shows.*



36/60 •

STAR
WARS™

SALEUCAMI TROOPER



**STAR
WARS**™



SALEUCAMI TROOPER

12

Hit Points

10

Defense

13

Attack

+7

Damage

30

Special Abilities

Order 66

Heavy Weapon (Can't attack and move in the same turn)



Clone troopers operating on the barren desert world of Saleucami see a lot of action during the Outer Rim sieges.

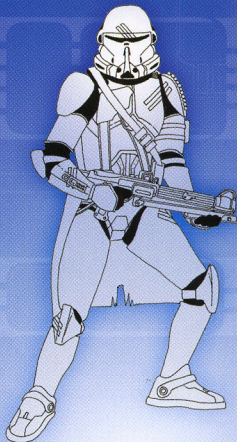


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UTAPAU TROOPER



**STAR
WARS**™



UTAPAU TROOPER

10

Hit Points

10

Defense

13

Attack

+6

Damage

20

Special Abilities

Order 66

Sniper (Other characters do not provide cover against this character's attack)

Wall Climber (This character ignores difficult terrain, enemy characters, low objects, and pits as long as a square he occupies and a square he is moving into are bordered by a wall)



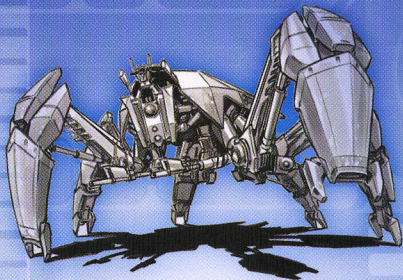
Clone troopers come to the peaceful planet of Utapau to liberate it from the droid armies of General Grievous.

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STAR
WARS™



Hit Points

80

Defense

18

Attack

+8

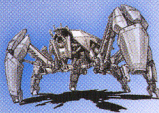
Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Momentum (If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies)



Infantry support droids that come in a variety of sizes, crab droids are called "Muckrakers" by the clone troopers who fight them.



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**DARTH MAUL,
CHAMPION OF THE SITH**



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**DARTH MAUL,
CHAMPION OF THE SITH**

53

Hit Points

150

Defense

20

Attack

+13

Damage

20

Special Abilities

Unique

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)

Melee Attack: Quadruple Attack

Force Powers

Force 3

Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Sith Rage (Force 1: +10 Damage on all attacks this turn)

A weapon forged of fury and the dark side to destroy Jedi, Darth Maul faithfully serves Darth Sidious.

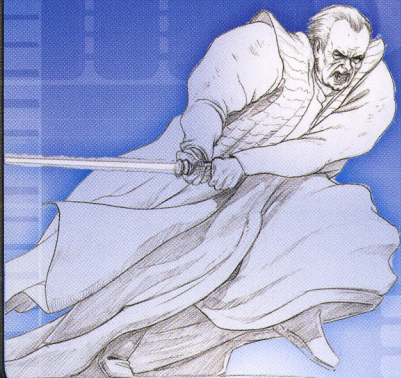


40/60★

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**DARTH SIDIOUS,
DARK LORD OF THE SITH**



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**DARTH SIDIOUS,
DARK LORD OF THE SITH**

61

Hit Points

130

Defense

19

Attack

+14

Damage

20

Special Abilities

Unique (Counts as Emperor Palpatine)

Melee Attack: Triple Attack

Force Powers

Force 2

Force Lightning (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)

Force Renewal I (This character gets 1 Force point each time he activates)

Lightsaber Sweep (Force 1, replaces attacks: Can attack every adjacent enemy once)

Commander Effect

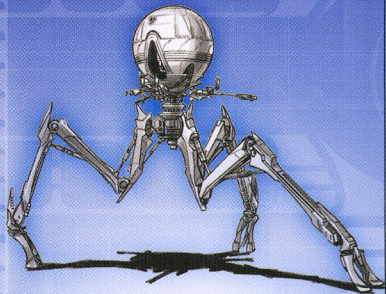
Characters in your squad with a Force rating can spend Force points from Darth Sidious, Dark Lord of the Sith. (A character still can't spend Force points more than once per turn and can't combine its own Force points with those from Darth Sidious.)



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Hit Points

40

Defense

16

Attack

+7

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Triple Attack (On its turn, this character can make 2 extra attacks instead of moving)



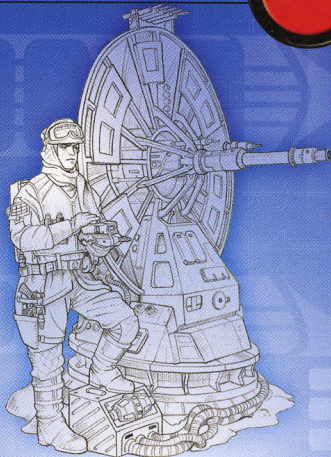
This droid, developed during the latter stages of the Clone Wars, bolstered the Separatists' arsenal.

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42/60 ★

HOTH TROOPER WITH ATGAR CANNON



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HOTH TROOPER WITH ATGAR CANNON

15

Hit Points

80

Defense

8

Attack

+3

Damage

30

Special Abilities

Fragile 40 (This character can't attack as long as his Hit Points total is less than 40)

Heavy Weapon (Can't attack and move in the same turn)

Machinery (Industrial Repair removes damage from this character)

Speed 2

Splash 10 (If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11)



This antivehicle artillery piece helps defend Rebel troops from Imperial forces. It saw extensive use at the Battle of Hoth.



43/60 ★

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LUKE SKYWALKER,
YOUNG JEDI



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LUKE SKYWALKER,
YOUNG JEDI

21

Hit Points

80

Defense

18

Attack

+9

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Force Powers

Force 3

Force Alter (Force 1: range 6; any 1 enemy rerolls its last attack)

Jedi Mind Trick (Force 1, usable only on this character's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn: save 11)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Fresh from his training with Yoda on Dagobah, Luke Skywalker sets out to fulfill his destiny.



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Hit Points

120

Defense

20

Attack

+0

Damage

0

**Special Abilities**

Unique, Light Tutor (At the start of the skirmish, choose an allied Rebel character. If that ally does not have a Force rating, it gains **Force 1** and can spend this Force point normally; it is considered to have a Force rating for the rest of the skirmish. If that ally already has a Force rating, it gets 1 Force point.)

Force Powers

Force 2, Force Renewal 2

Force Alter (Force 1; range 6; 1 enemy rerolls its last attack)

Force Defense (Force 3; Cancel a Force power used by a character within 6 squares)

Force Spirit 6 (If this character is defeated, immediately add 6 Force points to an allied character with a Force rating; that allied character can spend Force points 1 extra time per turn for the rest of the skirmish)

Force Stun (Force 1, usable only on this character's turn; range 6; target living enemy is considered activated this round; save 1)

Master of the Force 3 (May spend Force points up to 3 times in a single turn)

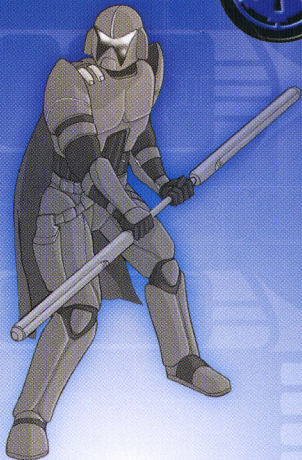
Commander Effect

Characters in your squad with a Force rating can spend Yoda of Dagobah's Force points. (A character still can't spend Force points more than once per turn and can't combine its own Force points with Yoda's.)



45/60 ★

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Hit Points 60

Defense 17

Attack +8

Damage 10

Special Abilities

Dark Armor (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 11. Attacks with lightsabers ignore this special ability.)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Rapport (This character costs 1 less when in the same squad as a character whose name contains Vader)

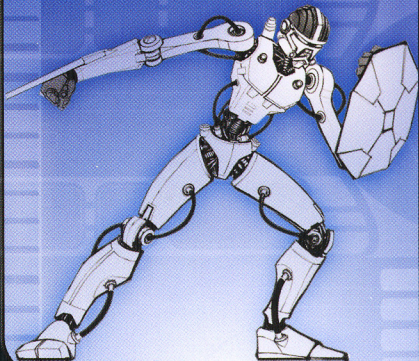


Highly trained Coruscant Guards protect the Imperial capital planet from Rebels and other threats.



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DARK TROOPER PHASE I



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DARK TROOPER PHASE I

12

Hit Points

30

Defense

16

Attack

+10

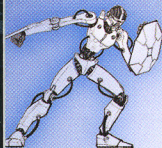
Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Melee Attack (Can attack only adjacent enemies)



The top-secret Dark Trooper project developed three battle droid models. Phase I, a primitive but relentless armored frame, is designed for close combat.

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Hit Points

50

Defense

16

Attack

+7

Damage

30



Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

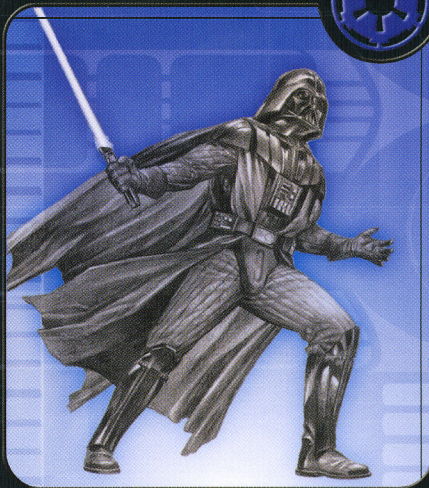
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

The standard Dark Trooper combat unit comes equipped with repulsorlift flight jets and powerful ranged weapons.



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**DARTH VADER,
CHAMPION OF THE SITH**



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**DARTH VADER,
CHAMPION OF THE SITH**

50

Hit Points

140

Defense

22

Attack

+15

Damage

20

Special Abilities

Unique

Melee Attack: Double Attack

Force Powers

Force 4

Force Grip (Force I, replaces attacks: sight; 10 damage)

Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Commander Effect

Once per turn, each follower within 6 squares may reroll 1 attack at +4 Attack and +10 Damage. If the result of the rerolled attack is a miss, the attacking character is defeated.



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SANDTROOPER



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SANDTROOPER

8

Hit Points

10

Defense

16

Attack

+4

Damage

20



This stormtrooper is trained and equipped to operate in desert environments.

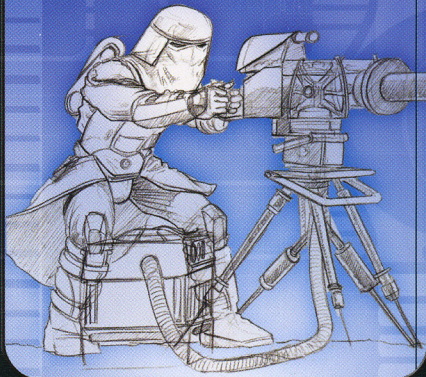


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SNOWTROOPER WITH E-WEB BLASTER



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SNOWTROOPER WITH E-WEB BLASTER

18

Hit Points

60

Defense

11

Attack

+4

Damage

30

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Heavy Weapon (Can't attack and move in the same turn)
Speed 2



This mounted repeating blaster requires a power generator but provides good fire support for Imperial infantry.



SI/60 ★

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Hit Points

120

Defense

20

Attack

+13

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (Enemies up to 2 squares away are considered adjacent for purposes of Melee Attack)

Force Powers

Force 3

Absorb Energy (Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11. Remove damage from this character equal to the prevented damage.)

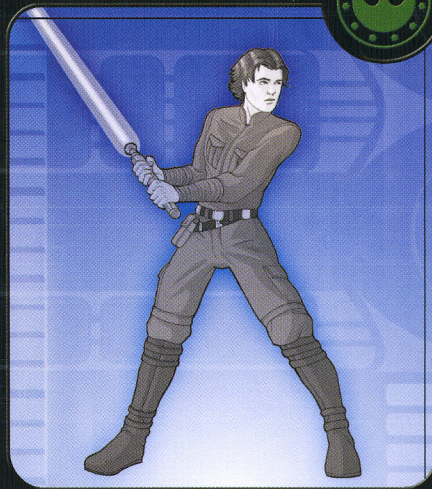
Jedi Mind Trick (Force 1, usable only on this character's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save 11)



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JACEN SOLO



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JACEN SOLO

25

Hit Points

60

Defense

18

Attack

+12

Damage

20

Special Abilities

Unique

Affinity (A character whose name contains Leia may be in your squad regardless of faction)

Melee Attack: Double Attack

Force Ascetic (Cannot spend Force points to reroll or move faster)

Force Empathic 10 (Takes 10 damage whenever an ally with a Force rating is defeated)

Protective +20 (+20 Damage while a wounded ally whose name contains Leia is within 6 squares)

Synergy (+4 Attack while an allied character named Jaina Solo is within 6 squares)

Force Powers

Force 4

Unleash the Force 60 (Force 4, replaces attacks, usable only after an ally with a Force rating is defeated: 60 damage to all other characters within 6 squares; save 11 to reduce damage to 30)



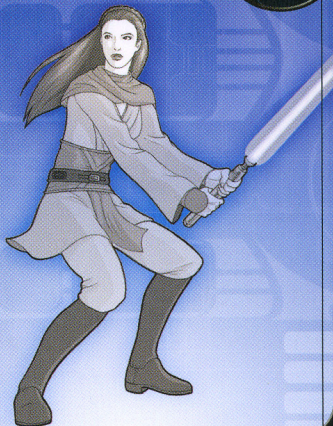
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JAINA SOLO



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JAINA SOLO

25

Hit Points

70

Defense

19

Attack

+10

Damage

20

Special Abilities

Unique

Affinity (A character whose name contains Han Solo may be in your squad regardless of faction)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Melee Attack; Double Attack

Synergy (+4 Attack while an allied character named Jacen Solo is within 6 squares)

Force Powers

Force 3

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)



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ARCONA SMUGGLER



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ARCONA SMUGGLER

7

Hit Points

10

Defense

13

Attack

+2

Damage

10

Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)



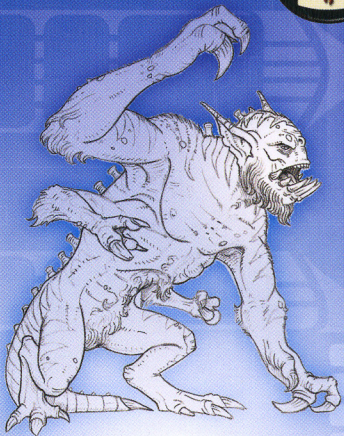
This reptilian smuggler from the hot world of Cona has a reputation for cheating his clients.

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Hit Points

90

Defense

18

Attack

+12

Damage

10

Special Abilities

Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)

Melee Attack (Can attack only adjacent enemies)

Quadruple Attack (On its turn, this character can make 3 extra attacks instead of moving)



"You look like you could pull the ears off a gundark."

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Hit Points

60

Defense

18

Attack

+10

Damage

30

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Flamethrower 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)

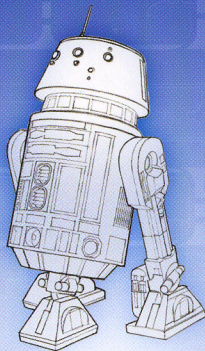


"Stand still and allow me to end your miserable existence, meatbag!"

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R5 ASTROMECH DROID



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WARS™



R5 ASTROMECH DROID

8

Hit Points

20

Defense

16

Attack

+0

Damage

0

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Repair 10 (Replaces attacks: touch; remove 10 damage from 1 other Droid character)



One such astromech called Red malfunctioned purposely so that R2-D2 would end up with the Skywalkers.

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**UGNAUGHT
DEMOLITIONIST**



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WARS**



UGNAUGHT DEMOLITIONIST

3

Hit Points

10

Defense

12

Attack

+0

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)



This Ugnought left his job on Cloud City to blow up things for the highest bidder.

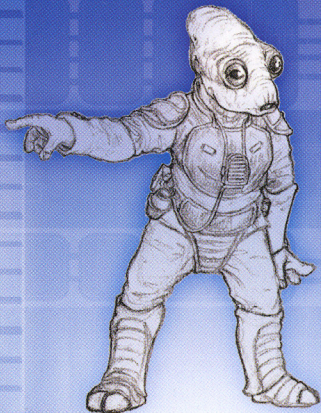
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VARACTYL WRANGLER



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VARACTYL WRANGLER

6

Hit Points

10

Defense

12

Attack

+3

Damage

10

Special Abilities

Empathy (Allies with Savage within 6 squares lose Savage)

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)

Melee Attack (Can attack only adjacent enemies)



The Utai tames, trains, and cares for the varactyl dragon mounts used to navigate Utapau's sinkholes.

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